



#### COMPUTER-AIDED ECLIPSE VIEWING

The South-West United States had a rare solar eclipse viewing opportunity this Thursday morning, with a 100% eclipse in Hawaii and 70% in California. As always, experts warned of looking at the sun, as eye damage is very possible. While searching for the ideal sun-block filter for direct viewing, a Los Angeles clerk discovered the handiest and best media: computer disks. The disks we think of as opaque black are in fact transparent enough to see the sun through, and the resulting image is a clearly defined red disk. Disk format doesn't matter. The eclipse of the sun by the passing moon on Thursday morning was witnessed by growing numbers of L.A. office workers with disks taped to their glasses... another high technology answer to today's environmental challenges.

#### BRODIE CANCELS ORLANDO APPEARANCE

Atari's Manager of User Group Services was scheduled to appear in Orlando, Florida this weekend, but was forced to cancel. Bob Brodie sends his apologies, and adds that pressing matters in Sunnyvale required his presence this weekend. He hopes to be able to reschedule his visit to the South East. Brodie's user-group speaking engagements generally draw sizable crowds of interested Atarians, who are generally rewarded with an interesting talk and the latest inside-Atari information.

#### NEW TAX THREATENS ATARIUSER MAGAZINE

Free publications may face extinction due to revised sales taxes. California State Taxes have been revised to include publications, as the state struggles with its deficit. While it may seem a small impediment to operation to have the sale of publications taxed like other purchases (now at 8.5%), interpretations of the new sales tax may have far-reaching effects on "free distribution" magazines. Although interpretations by the tax people are not finalized, one proposal is to tax "free" magazines at 8.5% of their "comparative retail value". That would make the new AtariUser magazine have to pay--up front--perhaps 25 cents per copy. At a 40,000 circulation, that will cost \$10,000.00 each and every month. Of course, this is impossible. Other proposed schemes will tax the free magazines based on their gross income, at a rate of perhaps 11.5%. That might bring the bill far below \$10,000 a month, but still make profitable business a pipe dream. Advertisers will not likely wish to see a 15% or more rate increase just to pay taxes. But wait--there's more. Although past sales can't be grandfathered into a new tax, subscriptions are being interpreted as an ongoing sale, and undelivered issues must be taxed. The currently favored interpretation of the tax collection effort will require publications to send a pre-paid reply form to every subscriber, allowing them to elect to pay the sales tax on their remaining subscription, or to cancel and receive the pro-rated unearned subscription charge. Overall, the new laws may affect or terminate the operation of perhaps 1,000 or more California "free" publications, including everything from the nightlife guides, TV/movie guides, music magazines, local community papers, computer mags, and even the prestigious and massive L.A. Weekly. Final fright: the tax people say that they don't yet know how they will interpret and enforce the new provisions. They suggest that publications continue to do business as usual and that the tax board will calculate and bill them for their taxes later. Yikes! The matter is, as you might guess, far from settled.

#### FOREM MANUAL SHIPPING

The version 2.8 manual for FoReM ST is now printed and ready to ship. Anyone may order a copy whether or not they have ever owned a copy of FoReM. The new manual is in a 8.5" x 11" format and is supplied in a standard three ring binder for ease of incorporating future updates. To order your copy of the FoReM ST version 2.8 manual send \$20 in US Funds (includes shipping) to: Stephen Rider, 20 Cargill Ave, Worcester MA 01610. Payment may be made in cash, check or money order. Orders are usually shipped via UPS ground. Canadian and other foreign orders please include an additional \$4 to cover international shipping costs.

#### GENIE PORTFOLIO RT BOOMING

The GENie Portfolio RT has made an \*outstanding\* effort to build up their software library. In the past three weeks, over 60 new programs and text files have been added to the software library. Hats off to David Cagle and the Portfolio sysops!! Now, you Portfolio-toters, go check out this great new stuff in GENie!

#### TOP-SELLING COMPUTER AND VIDEO GAMES FOR MAY

The Software Publishers Association announced the top-selling video games and MS-DOS computer games for May 1991. In the MS-DOS computer games, King's Quest V, by Sierra On-Line, takes the number one spot. Jetfighter II, by Velocity, takes the number two spot. Strategic Simulations' Eye of the Beholder moves from number one to number three. In video games, Nintendo's Super Mario Land takes May's number one spot followed by LJN's WWF Superstars at number two. Elecronic Art's Laker vs. Celtics moves into the number three spot, Konami's Teenage Turtle Arcade Game slips from number one to number four. Warbirds from Atari, Bill Elliott's NASCAR from Konami and Tecmo Bowl from Tecmo debut on May's list in the number five, nine and ten spots, respectively.

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#### OPEN LETTER TO ST\_REPORT

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by Dorothy Brumleve

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An Open Letter to the Editor of ST Report Concerning the IAAD Category on GENie

July 7, 1991

To the Editor:

Remarks by your Staff Editor, Lloyd E. Pulley, in this (Cat 26) and in other Categories suggest that ST Report may soon print posts which members of the Independent Association of Atari Developers have made in the IAAD Category. In addition, your commentary in a recent Editor's Podium column indicates that you are writing a "book", which may or may not likewise contain such private information.

As you are aware, the IAAD Category is a private area here on GENie designed for confidential exchanges between IAAD members. Members share their experiences and opinions on a variety of business-related topics, such as Atari, the media, the public, distributors, merchandizing, packaging, and on personal matters ranging from the War in Iraq to how to impress a woman. As in any exchange between human beings, the discussions sometimes become heated or silly and contributors may change their positions several times during the course of a thread. We "test out" our ideas on each other and reevaluate our plans and opinions. We share our frustrations and successes in a candid and intimate way, and this sharing has brought many of us closer together personally and has helped many of us through the hard times nearly everyone associated with Atari has experienced. Here, we are free to speak our minds among friends and peers. No Atari employee observes our discussion, no member of the press takes notes...with the exception of you and your staff.

When the subject of a group Category was introduced at a formational meeting in your hotel room at WAACE '89, you were among those who stressed the importance of privacy in any discussion between members. We know, therefore, that you understand just how vital that privacy is to the success of the group.

Each of our members has promised to keep the information in our Category private, and yet we find, time and time again, that one or another of the members has leaked information. In nearly every such case, it is you who has been the recipient of our private messages. We know that you are privy to our messages because you have called our members to tell them of your knowledge. You have identified various members as your source of information; when these cases are investigated, it is discovered that the parties you name are not involved at all. Unwarranted accusations have caused hurt feelings and bitterness among the members so named. It will not have escaped your notice that whenever a member announces that a breach has occurred, the area goes nearly silent and remains so for some time thereafter. Then members begin to relax, an important topic comes up, we let our hair down, we make some progress...and another breach of our privacy comes to our attention and the cycle begins once again. These leaks are thus a constant source of frustration to our board and to our members. They disrupt our progress both as individual programmers and publishers and as a group. That we are reduced to this public appeal is a measure of the very serious nature of this matter. The time we must devote to this problem might otherwise be devoted to improvements in our products and marketing, thus advancing the use of Atari computers, but instead we are having to defend our right to privacy.

Obviously, we have at least one member who has not honored his pledge. This is an internal problem in the group, and we will deal with it internally.

We have never attempted to breach your own private message bases. No "plant" sends us copies of your private discussions, nor would we accept them. We do not call you in an attempt to draw you into revealing your private discussions. We do not tease, taunt, or threaten you with lawsuits and exposure.

We object to attempts, successful and unsuccessful, to receive information regarding our private discussions. We object to threats, latent and blatant, to publish our messages or to reveal publicly the information and opinions they contain. We find that these activities disrupt our personal and professional progress. We believe that they

are ultimately highly detrimental to the entire Atari community.

Please cease this activity at once. Please ask your staff to refrain from taunting us in their posts, under their own personal addresses or that of your magazine, with a proposed article on "Things Your Developers Don't Want You to Hear" or with similar revelations of our private discussions. Please refrain from publishing or disbursing any information already gleaned from our private Category. Please refrain from accepting our confidences from wayward members. Please refrain from discussing our Category and its contents with any of our members.

Thank you for your strong support. It is much needed in this matter.

Sincerely,  
D.A. Brumleve  
Member, Independent Association of Atari Developers

Copyright 1991 D.A. Brumleve  
This letter may be reprinted only if it is not altered or reduced in any way.

A REPLY

Ms. Brumleve,

First I would like to thank you for sharing OPENLY your letter to the Editor of ST Report.

"OPEN". That is the active word here. By your OPENNESS you have brought to light a problem which can now be considered and hopefully worked out in full view of all and NO "secret deals" can be made. Secrecy is scary. Having been an American for the past 36 years I have seen and experienced many "cover-ups" and behind the scenes actions by our government and major corporations. The people and/or organizations felt what they were doing behind the curtain of privacy was for the betterment of all concerned (e.g. the American People). Where would this country be if it had not been for "Deep Throat" (Watergate)? The leaks that brought about enlightenment of the arm for hostages deals with Iran?

Privacy and confidentiality are at the heart of A.A (and like) organizations since the onset. Still ANYONE can walk in and listen and/or participate.

Why not hold these meetings and discussions in the OPEN? If someone has something to say that might offend someone else then resort to personal mail! I would not want someone in IAAD to discuss me or my Company, it's policies or whatever with a group of peers without my being there. What is being said in IAAD that should not be made public?

Check out Delphi (ST Advantage) if you would like to experience OPEN discussion! EVERYTHING is said in the OPEN for ALL to see/read. Sure, sometimes peoples feelings get hurt. But when \*I\* am discussed \*I\* know about and can respond!

I can understand secrecy when it comes to discussing codeing of programs and such, but not EVERYTHING!

If people in IAAD get closed mouth when a leak is rumoured, then something is going on that they feel guilty about and don't want to be

associated if the leak gets out. If nothing is wrong then why the subtle disassociation (quietness)?

Please open the doors and let a little sunshine in. Let us, the ENTIRE Atari community know what you IAAD members are planning or discussing so we can make informed decisions about our future in the Atari community!

Doyle C. Helms Jr.  
D.Helms [GENie]  
STARTWO [Delphi The ST Advantage]  
Member in long (suffering) standing of the Atari Community

Editor Note: Mr. Mariano responded to this open letter in the ST-Report bulletin board on GENie and noted that discussions within the IAAD will not be part of any upcoming book or published in the weekly Atari online magazine of the same name.

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SLAVE DRIVER

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Press Release

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MIND over MIDI Productions proudly presents: SLAVE DRIVER VERSION 2.0  
dedicated live performance software for the Atari ST/E

We're seeing a lot of bad press these days towards the use of sequencers in live music performance. People are beginning to feel "cheated", as the "live" show they came to see is actually being run like clockwork from a computer. MIND over MIDI has developed a system that allows sequence playback to follow what the musicians are playing, rather than the musicians following a pre-programmed arrangement. This is the ONLY package that caters to the needs of the performing musician to such an extent available on ANY platform, and is bringing many new users, as well as IBM/MAC owners to the Atari world.

#### Software Features

- \* exhaustive mapping capabilities
- \* full SYSEX support
- \* controlled entirely from actions the musician would be doing anyway on their MIDI controllers
- \* allows master instruments to control all other instruments, computer SYSEX transmissions, sequence playback, even loading and erasing of SYSEX and sequence files to the Atari from disk flexibly and easily
- \* runs without Atari monitor by printing text to LCD displays of various MIDI devices
- \* Remote display module frees approx 850k on a 1 meg machine for sequence and SYSEX data
- \* built in generic SYSEX librarian transmits and saves system exclusive messages in MIDI file format, and allows you to enter and save SYSEX request messages
- \* full GEM interface
- \* transparent map changing allows you to change maps while playing, without sticking notes or shutting off all notes
- \* extremely solid and reliable - suitable for concert touring or just

jamming in the basement  
\* allows you to improvise the arrangements of your sequences, based on what you play - jam out that solo or intro and the sequence will loop until you're done

#### New Features for Version 2.0

- \* allows up to 255 songs in memory
- \* build tempo controls into your maps
- \* re-organized menus, TOS 1.6 support, added quick keys, improved compatability with desk accessories, and much more

#### UltraMIDI Owners

MIDImouse Music no longer supports UltraMIDI. SLAVE DRIVER is a newer version of UltraMIDI, you can now upgrade and get continued product support by contacting MIND over MIDI Productions.

UltraMIDI is a trademark of MIDImouse Music Ltd.

SLAVE DRIVER has a suggested retail price of \$299.00, although dealers may sell for less. Upgrades from UltraMIDI or SLAVE DRIVER version 1.5 are \$50 for a new program disk. UltraMIDI owners can also purchase a 1.5 manual for \$15. Version 2.0 updates and corrections are listed in an accompanying text file, registered users can order 2.0 manuals for \$15, check with us regarding availability.

contact:

MIND over MIDI Productions  
302 9131 Capella Drive  
Burnaby, B.C. Canada V3J 7K4  
(604) 444-4424  
fax. (604) 420-6266  
GEnie address: MINDoverMIDI

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#### COMPUSERVE AT ST FORUM OFFER

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#### Announcement

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#### WIN \$25 COMPUSERVE CONNECT-TIME CREDITS

Traditionally, summertime has been the slowest time of the year for online activity in the Atari telecommunications community. We'd like to help boost this activity with a promotion that just about anybody can win.

We're looking for new and interesting files for the data libraries of ATARIARTS and ATARIPRO Forums. Twice each month, during the months of July, August, and September, the sysops of the Atari Forums will award a \$25 connect time credit to the individual who uploads the best new file to our NEW UPLOADS Library. This \$25 credit can be applied to any area of CompuServe usage, not just time spent inside the Atari Forums. (a direct credit against your monthly bill)

What defines the "best" new upload? Factors in judging will be uniqueness, general interest (i.e.- the number of downloads received), quality of graphics (if applicable), usefulness or entertainment value.

All uploads to the NEW UPLOADS Library will automatically be entered into this promotion. Of course, uploads of files already existant in our libraries do not count. (Although, new versions of previous entries are eligible.)

You do not need to be the author of the upload to win, but you MUST have sufficient rights to the program to make it an acceptable upload according to CompuServe operating rules. (i.e.- Anyone can submit a Public Domain or shareware program.) In case of duplicate uploads of the exact same file, the sysops will accept files based upon time of the first uploaded copy.

The first upload period will run from July 1st thru July 15th (inclusive). Judging will be done by the sysop staff of the Atari Forums (influenced by comments from the membership!). One credit will be awarded to the best new upload in ATARIARTS and another for the best new upload in ATARIPRO.

Please address any questions to Ron Luks [76703,254] via CompuServe Mail (EMAIL) or a message in any of the Atari Forums.

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PAGESTREAM 2.1 REVIEW

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by Vernon W. Smith  
ACE of Syracuse Newsletter Contributing Editor

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This review is uploaded to the BackStairs BBS sponsored by Atari Computer Enthusiasts of Syracuse for the information of Atari ST users.

It may be distributed by and to anyone. Please credit the author, the BBS and Atari Computer Enthusiasts of Syracuse, NY.

PageStream 2.1 is the latest upgrade of the first fully professional desktop publishing program for the Atari ST. Starting as Publishing Partner, it changed briefly to Publishing Partner Professional and then crawled through a series offirst-buggy-then-improving regenerations into a program which leads the rest of the ST desktop publishers.

This newest version comes with a completely new User Manual and QuickStart Manual which are the best yet produced by Soft-Logik Publishing Corporation, P.O. Box 290070, St. Louis, MO 63129, Phone: 1-800/829-8608.

Although Soft-Logik has abandoned the three-ring binder which made page changes easy to add, it has expanded upon it's well-organized, step-by-step approach to using easily a complex program. The QuickStart Manual uses two extended tutorials to cover the basics and painlessly introduce a new user to functions which might otherwise be overlooked.



After completing a newsletter page and an organizational chart, you will have learned not only how to import text and graphics, but also how to use templates and create repetitive elements with a minimum of key strokes and mouse movements.

The tables of contents and the index are comprehensive and 2.1 continues the tradition of 1.8 and the original Publishing Partner in providing sequential actions which are easy to remember with repeated use.

The most noticeable immediate difference appears on the screen. Using the larger sizes of magnification, 200%, for example, type displays with the same characteristics which will appear on the printed page. It is much easier to adjust spacing and kerning between characters.

Another type of appearance has been improved, too. That is the dialogue boxes which in 1.8 were plainer and more prone to the appearance of garbage characters during multiple operations. The 2.1 boxes frequently combine into one box elements which previously required two sequential boxes. For example, special type applications such as backslant, mirror, upside down, underline, etc., can now be selected from the same dialogue box as the name and size of the font. Fill style and color can be chosen in the same dialogue box. Previously, they were separated.

These changes may seem trivial in the telling, but to an experienced user of earlier versions of PageStream they are quality improvements shaving minutes off preparation time for a document.

An annoying bug in 1.8 was the way in which one had to complete selection of justification in the Tag section of the Text Menu. Tags enable the selection of several characteristics of text at one time so that they can be saved for future implementation with a couple of key-clicks. When justification was chosen, the dialogue box would appear briefly and then dump the user back to the attributes dialogue unless the left mouse button was held down and the cursor slid to cover the category of justification desired. In 2.1, that bug is gone. Click on the justification attribute and the dialogue takes its place (like the other attribute boxes do) firmly ready for a reasoned choice.

A new feature which fits the description of quality improvement is the thickening of the cursor when it appears in dialogue boxes, which makes it easier to find. Where the cursor used to automatically come up at the left of any area in which the left mouse button was clicked, it now appears anywhere along the line. What this means in practical terms is that where the speediest way to change a multi-digit entry under the old system was to use Esc to clear the area and retype the whole thing, it is now easiest to place the cursor to the right of the characters to be changed and delete and reenter only specific changes.

I did run into a couple of problems in making the initial installation and completing the tutorials.

I installed the program with all its fonts (Compugraphic CS Times, CS Triumvirate, CS Garamond, and eight Soft-Logik creations) onto the F partition of my Toadfile 44 Syquest Removable Hard Drive. The instructions on changing the path for the fonts were skimpy and when I first tried to type in text, I got a request to insert the floppy disks from which I had made the installation. Because I was familiar with the earlier PageStream, I knew that I had to go to the Global Menu at the upper right of the screen to select Set/Save paths. Still, when I had indicated that the path for all of the folders in the program were

F:\PGSTREAM\, the floppy disk request was repeated. I went back to the Set/Save dialogue and discovered a new button labeled Manager which brought up the fonts location dialogue box. The font paths here still showed the floppy disks. Changing them completed the installation. Although this procedure is described somewhat in the User Manual, it may be confusing to a new user who relies on the QuickStart Manual for setting up a hard drive.

A bug which has not entirely disappeared is the tendency of the screen to repeatedly renew itself when text entries in a column reach the place where a new section of the screen has to be displayed. Apparently what happens with both 1.8 and 2.1 is that the speedy typist gets ahead of the computer and at the point where the screen has to change, each character triggers a refresh. The solution is to stop typing and look carefully for the location of the cursor which is also blinking on and off with the screen changes. Guide the cursor to the white area of the vertical scroll bar and click on the left mouse button. The refreshes will stop and work can continue. It does seem to me, however, that this bug is less prevalent in 2.1. It does not do this every time as it did in 1.8 but only on occasion.

In the tutorial on setting up a Drop Cap (a large initial to start a paragraph made up mostly of smaller characters), I lost sight of the initial when following the instructions. Again, I knew what to do from prior use of the earlier versions of PageStream. I went to the Object Menu and placed the text column in back of the initial. Since the initial was in its own object area, this made it visible again. While the Bring to Front and Send to Back commands are covered in the tutorial, their application to this particular problem would not be readily apparent to a new user.

I am always concerned when a tutorial doesn't do what it's supposed to do and there were two other instances of this in the PageStream 2.1 QuickStart Manual.

Text can be linked from one column to another and if there is more text in a column than it can hold a small plus sign appears at the lower left of the column. When the newsletter tutorial is completed as the Manual instructs, the last line of copy (a byline giving the supposed author's name) disappears from the screen and from any printout which is made of the page. The solution is to place the cursor in the white space following the last visible line and press Backspace until the hidden line reappears. The example simply has an extra line space between the last line of copy and the byline.

A more complicated problem surfaces in the demonstration of Rotation of a GEM symbol used as a company log in the organization chart tutorial. PageStream (1.8 and 2.1) permits rotation by degrees. A dialogue box not only allows for entry of specific numbers but also has a rectangular box which changes to show how the rotation will look. (Skewing and slanting are also possible from this box.) In the organization chart demo, the GEM symbol which is imported has several layers of overlapping sections. The tutorial explains this and shows the user how to group and ungroup these layers. Unfortunately, it instructs the user to group all the sections before making the rotation. It turns out that this does not produce what the creator of the tutorial intended. An inner section which is supposed to be diamond-shaped goes to a broken square instead. It turns out that to get a match to the illustration shown in the QuickStart Manual the GEM symbol has to be ungrouped and only the extreme outside section rotated. Not a big deal to an experienced user,

but a real frustration to a new user who probably would not know what was happening or what to do to correct it.

With 1.8, I used to enter text directly into the columns (as I am doing now) with a user magnification of 125%. This was the magnification recommended in one of the earliest versions of Publishing Partner as the optimum operating mode. In 2.1, I find the 200% level of magnification more desirable for direct text entry. Not only are the characters easier to read, but at this size they show more of the characteristics of the finished printed letters.

Those who were concerned because Soft-Logik spent a lot of time creating an Amiga version which reached 2.0 before Atari, can be reassured that the company has not short-sheeted its original Atari users with a look-alike product. By mistake, I received the Amiga version in the fall of 1990. The manual was very similar to the Atari 1.8 manual although the program itself had many of the features now appearing in the Atari 2.1 version. The new Atari manual is nothing like the older Amiga one. It is completely produced with PageStream and output at 1270 dpi on a PostScript imagesetter in a wire-bound format that reflects the best in modern printing. No apologies are necessary to any other desktop publishing platform for the quality of this program.

For users of previous versions of PageStream, there are a number of desirable changes.

The Toolbox at the right of the screen now can be moved to any other location. The Reshape Tool supports the modification of Bezier curves. (What this means is that after drawing a shape, it is possible to change it in specific directions which will be automatically smoothed out when the operation is finished.)

According to the User Manual, it is possible to design a page as large as 1200 foot (Yes, I said Foot) by 1200 Foot and as small as one inch by one inch.

PageStream 2.1 allows up to six windows to be opened so that elements can be pasted from one document to another.

Another change is called Smart Titles. If the title of a window is all in lower case, there have been no changes since the file was last saved. If the first character is capitalized, then alterations have occurred which should be saved before closing the file.

Often you see commercial publications which have pictures extending all the way to the edge of the page. These are called bleeds. They are produced by printing on a larger sheet of paper than the finished page so that when they are trimmed in a paper cutter they appear to end at the cut edge. PageStream now supports this kind of production. Combined with crop marks to guide a printer, this enables a level of publication which has not been possible in Atari ST desktop publishing programs.

Although designers of small newsletters are not likely to want to go to the extra expense of bleed pages, this feature makes the Atari able to compete at a higher level of professional magazine production.

The new PageStream 2.1 contains several keyboard equivalents for former mouse-only instructions. For example, I mentioned earlier the occasional need to click with the mouse on the scroll bar when repeated

refreshes tie up the screen. I notice that the keyboard equivalent for this is Esc U and the next time I get the refresh bug, I'll see if it stops the action as effectively as does the mouse click.

There is some confusion in my mind about the fonts change in PageStream 2.1. I was informed when I telephoned my credit card order to Soft-Logik that it was not necessary to purchase new fonts to use the program with my UltraScript packages of equivalents to the PostScript faces found in many PostScript printers. (UltraScript is an emulation program which allows PostScript files printed to a disk to be used with dot matrix, deskjet, and laser printers.) PageStream 2.1 will print PostScript files to disk but to match the PostScript printer fonts, the User Manual recommends the PageStream Fonts Plus Pack which contains outline font files, screen font files, and font metric files for 11 of the most popular PostScript families: Avant Garde, Bookman, Chancery, Courier, Dingbats, Helvetica, Helvetica Narrow, Palatino, Schoolbook, Symbol and Times.

I can use all those fonts now with PageStream 1.8 because I have a PageStream Disk A (converted from an earlier Publishing Partner Disk A) which provides the screen font files and the font metric files. However, the files from this disk do not show on the screen as they will appear on the printout, so I expect I'll purchase the PageStream Fonts Plus Pack which lists at \$75.

PageStream also offers a Font Pack 1 at the same price which provides 14 more fonts.

For the moment, at least, I'm keeping both PageStream 1.8 and 2.1 active so I can use either the new or the old fonts rather than experiment with trying to mix them in the newer program. The Manual makes clear that PS and PSF font files used in PageStream 1.8 should not be used in PageStream 2.1.

I had expected kerning to default to automatic in 2.1 but it still has to be invoked by selecting the type to be kerned and either batch kerning the whole thing or manually kerning specific combinations. In other words, it can be made automatic but it does not default to automatic. Kerning is the process by which two letters like AV when next to each other can be reduced in space so that they do not appear to be abnormally far apart. When this text is viewed in a PageStream 2.1 page printout, it should show that it has been kerned. It does not show on the screen as kerned, though.

I am not impressed with the Spell Checker. I never used the one in 1.8 and after spending almost 30 minutes spell-checking this document up to this point, I am unlikely to use it again. It does not recognize plural or past tense forms of common words. I also find it annoying that company words like PageStream have not been added to the dictionary!

I'll save a discussion of graphics in the new PageStream 2.1 for another time.

At this point, with two days of experiencing with it, I am completely convinced of the value of upgrading to the new program which lists new for \$299.95.

VWS, 315/474-0450.

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CHERRY FONTS ANNOUNCES THE RELEASE OF FONT PACKS

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Press Release

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Cherry Fonts proudly announces the addition of SEVEN new 'Font Packs' to their six existing packages. Each new Font Pack offers a complimentary collection of stylish and contemporary Calamus fonts. Each font features true optical character spacing akin to the methods used by long-established type foundries. All foreign characters, monetary symbols and ligatures are included where applicable. Each font has been thoroughly tested at all print resolutions from that of a 9-pin printer up to the many thousands of dots per inch that are within the capabilities of Linotronic and other commercial imagesetters. Smooth, even weight-balance of printed matter is the result of Cherry Fonts' dedication to typographical excellence.

Cherry Fonts are intended for use with Calamus Desktop Publishing, Outline Art, and any other applications that utilize the Calamus font format.

Font Pack #7

This new group of 4 fonts features Cherry Benjamin Gothic in 4 styles. Benjamin Gothic is our version of the venerable Franklin Gothic. It is a sans serif text typeface that resembles Helvetica in many ways. The four styles included are Book, Oblique, Demi and Demi Oblique. Uses for these typefaces extend from simple newsletter body copy to elaborate advertising headlines and practically any other graphic design function -- an extremely versatile typeface.

Font Pack #8

Font Pack number 8 is the first Cherry Fonts release of ornamental typefaces. Included in this bundle is Glissade Openface which is Cherry Fonts' version of Caslon Openface. For those not familiar with this design, it is a roman serified typeface with inlined (hollowed) strokes and a low x-height. Its personality is one of sophisticated elegance. Also included in Font Pack #8 is Pirates Initial Caps, a set of 26 intricate old english shadowed drop-caps that must be seen to be appreciated. Pirates is provided as a Calamus font file as well as 26 individual .CVG (vector graphic) files.

Font Pack #9 is another collection of serious advertising typefaces. No typeface is as popular with ad agencies as Paul Renner's Futura. Cherry's new Fura family pays tribute to this classic design. Pack #9 contains the following four styles of Fura: Book, Italic, Bold and Bold Italic. Fura can also be used in forms. If you need a serious authoritative look in a sans-serif design, you should probably be using Fura.

Font Packs #10, 11 and 12 are Script/Display font combinations. When you want to add some excitement to a dull newsletter or create a headline that people will notice, you'll need these high quality typeface designs. Each pack consists of five fonts; usually 2 scripts and 3 display faces.

Font Pack 13 takes us back to text faces. This time it's Cherry Max, a slab serif design similar to Lubalin Graph (originally designed by Adrian Frutiger.) Max's personality is a strong, macho one. When you want to imply strength and solidity, Max is the perfect choice. Using Max bold in conjunction with an ornate script typeface would provide an exciting and appealing contrast.

#### Catalog

A free FONT POSTER may be obtained simply by calling or writing to request one. (Posters are only available to North Americans)

#### Pricing

All thirteen Cherry Font Packs have a North American suggested retail price of \$42.95 (US) each (\$49.95 in Canada).

#### To Order

Cherry Font Packs are available at Atari dealers everywhere or directly from Cherry Fonts.

To order direct: Send US \$42.95 (or \$49.95 CDN) for each Font Pack plus \$2.00 shipping. B.C. residents please add 6% provincial sales tax. Payment is accepted by Cheque, Money Order, Visa or MasterCard.

#### Cherry Fonts

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### GLENDALE ATARI SHOW UPDATE

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#### Press Release

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For Immediate Release..... 7/10/91

The Southern California ATARI Computer Faire, Version 5.0, also known as THE GLENDALE SHOW has been confirmed for September 14 and 15, 1991. We are proud to announce that, as with all of our prior Faires, ATARI has offered both its attendance, in force, and its complete support.

This is the Premiere West Coast Faire. The Glendale Show was the first joint ATARI-User Group sponsored show in the nation, and last September featured the largest array of Atari vendors ever formed at a domestic consumer show. You can expect this year's show to again be the largest exhibition of Developers, Dealers and Retailers under one roof. You'll be able to meet the people behind the software, talk to the Atari officials you normally just read about, and see and buy the widest variety of Atari goods ever assembled in the USA.

We also will offer more of our popular seminars, which last year featured standing-room-only talks by Leonard Tramiel, Bob Brodie, Dave Small, and many other Atari personalities.

Make your vacation and travel plans now to come to the Los Angeles area

this September, and be here for the GLENDALE SHOW, September 14 and 15, 1991. More specific details will be release as we get closer to the show date.

This is a partial list of confirmed exhibitors and will be updated as needed:

The Computer Network	Mid-Cities Computers	Goodman's Music
Musicode	Safari Fonts	Sliccware
Clear Thinking	Micro Creations	Rio Computers
Best Electronics	Branch Always	Michtron
ADG Productions	CodeHead Software	
Omnimon Peripherals	Gadgets by Small	
Zubair Interfaces	ICD	
Grove School of Music	S.D.S.	Xoterix
ISD Marketing	Soft-Logik Publishing	AtariUser Magazine
PDC		

Please address EXHIBITOR questions to:

H.A.C.K.S.  
249 N. Brand Bl. #321  
Glendale, CA 91203  
or call: John King Tarpinian, Faire Chairperson 818-246-7286

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DAVE SMALL CONFERENCE

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Original Edit by Ron Luks  
Second Edit by Ron Kovacs

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(3-10,Dave) Let me introduce us. I'm Dave Small, and hopefully my wife Sandy Small is logged in here tonight as well. We're part of "Gadgets by Small". We're based in Denver, Colorado. We're best known for the "Spectre GCR", a product that lets Atari machines run Macintosh software, but we've been with Atari computers doing things since before we were married, in 1981.

We're releasing two new products, "MegaTalk" and "SST", which is mostly why we're here tonight. (If you have a Spectre GCR question, you can "GO ATARIVEN" here on Compuserve, get to the Gadgets by Small area, and ask there; however, if there's time tonight, we're always happy to tackle GCR questions.)

"MegaTalk" gives your ST two 100% compatible Mac-compatible serial ports and a SCSI port. You can use them to get an ST with 3 total serial ports (1 ST, 2 MegaTalk), at up to 921,000 baud (!), but they're mostly to let you plug your ST right into any Appletalk/Localtalk (same thing) network. For instance, my Mega ST here can print directly from inside of Spectre to an Apple LaserWriter via our office Appletalk network. I can use file servers to get to files on other machines directy. MegaTalk also gives you a 100% compatible Mac SCSI port, so you can plug in lots of Mac SCSI devices, from hard disks to scanners to Ethernet adaptors...

MegaTalk is for the Mega ST right now, but there are already adaptors that will mount it into other ST's from other manufacturers.

"SST" is an upgrade board for the ST. It gives the ST a 68030 processor at very high speed, up to 8 megabytes of added memory, a fast arithmetic processor, the new TT 'desktop', and \*expandability\*. Expandability is important; successful computers -all have slots-. So we include a full-speed slot connector on the SST that you can do anything with; we put on no speed restrictions.

There is already work on a video card that will knock your socks off in speed, number of colors displayable at the same time, the palette size, and so on.

(In terms of speed, the SST is sort of a family thing. Sandy's dad flew in the SR-71, which is the fastest airplane ever built. I couldn't resist putting Chevrolet's best 454 into a '70 Camaro. And our 3-year old, Jamie, tells us that his trike can go "warp drive, Daddy". You see why I think it's genetic.)

The SST is fast enough to easily blow a Mac IIci (Apple's second fastest Mac!) into the weeds. So, at Apple, there's only two machines faster than our SST; the Mac IIfx and their Cray computer.

We've built SST's in the lab that outrun a Mac IIfx, but I'm afraid we'll have to let 'em have the Cray... Oh well. (\*grin\*)

Technically, the SST can run at 16 to 33 Mhz (higher if we want, but more speed costs more money; a 50 Mhz 68030 costs a \*lot\* from Motorola!). It has 8 SIMM sockets that take one megabyte SIMMS, for 8 megabytes total. This memory \*adds\* to your ST's memory, so, for instance, your Mega-4 becomes, well, a Mega-12. It uses a 68882 floating point unit, which anyone will tell you is the top of the line in accelerating math. And it ships with TOS 2.05 (or whatever TOS 2.0x is up to by then), which gives you Atari's neat new desktop; Atari licensed us their new TOS.

We built the SST to be \*affordable\* as a primary design consideration. Doesn't anyone remember "power without the price"? Look, \*anyone\* can build you an accelerator for a lot of money; the trick is doing it affordably. We researched the problem carefully, took every part off the SST that we could live without, and went with a standard, solid design so it wouldn't be flakey. (Besides, parts that aren't in the design don't break in service and don't add to cost!)

For example, the SST does not use a cache, with a cache's expensive "static RAM" chips. There was no need. Because of its design, the SST uses ultra-fast "burst-mode" in the 68030. This makes it outperform cache designs by about 5:1, using ordinary, very inexpensive "page mode" SIMM RAMs. You can buy a megabyte of this RAM for \$35; I know, we just ordered a bunch of it.

We also designed the SST to run at many different speeds, (including a heck of a lot faster than the competition might think, \*grin\*), so you can afford to buy it a little at a time. You begin at 16 Mhz with no added memory. Then, changing from 16 Mhz to 32 Mhz is just swapping two parts. (We socket them so it's a 1-minute job). And add memory whenever you want; the more of this "FASTRam" you have, the more your machine will scream.



Speaking of "affordable" ...

A few years ago, the ST Sysops on Compuserve helped a brand new company named "Gadgets by Small" tell the world that the "Spectre 128" was available. They really bent over backwards to help us. So we're going to return the favor tonight.

For tonight ONLY, you are eligible for a \$100 discount on the SST, just for being here at the conference. To get this, just send a note to 76004,2136 (the "Gadgets" signon) \*tonight\* (after the conference is over or whatever).

(3-4,bill) good to see you here too! ....will the sst fit in a non-mega ste?

(3-10,Dave) (you're thinking of a non-Mega) yes and no. I know it fits into a 520 with the lid off, because George's Mega died and he had to finish debug on a 520! It is usually best to put it into a tower or clone case for this sort of thing; the 8 SIMMS are a certain size, and take up room. Also, the non-Mega machines don't have cooling fans, which really matters with the 68030 and this much RAM; RAM is really power hungry. On the Mega STE, George has mine; Things are -real- tight inside of the Mega STE; we have a few ideas, but nothing in a PC board yet. It's \*extremely\* tight in the Mega STE.

(3-2,George Richardson) Although the SST works in an STe, right now it requires an adapter. There really doesn't seem to be any way to fit the current model in a 1040 STe, but once the current model is out I'll be trying!

(3-10,Dave) (George knows better than to say "impossible".) (We answer before you ask. A benefit of the 68030.)

(3-12,Pattie) Dave and George, how did you two start working together?

(3-10,Dave) George designed a nice Appletalk adaptor for the ST, and was going into business with his wife marketing it. Sandy and I asked him if we could market it. It got a SCSI port and became MegaTalk. Then, the 68030 project came along, and George got the nod on it.

(3-2,George Richardson) After Sandy convinced me that I had a lot to learn about marketing.

(3-10,Dave) George seems to enjoy working for people who pay him .. \*grin\* But that's how it all started. I gather George has been freelancing on engineering for some time.

(3-2,George Richardson) I run a company called the Merlin Group, Inc. The APpletalk project came about strictly because of frustrations printing from Spectre.

(3-11,Sandy) Ummm...the SST will ship whenever we get the signed TOS 2.0x contract from Atari, around 8/1 possibly (LT is on vacation in Hawaii). MegaTalk is sputtering along also around 8/1.

(3-10,Dave) We had a pile of Megatalk PC boards made, and the manufacturers didn't put feed thrus on them -- total throwaways. \*gnash teeth\* After we shot the manager and whipped the staff, they shaped up.

(3-15,keith) dave...after putting an SST in my mega and then adding a 24

(3-10,Dave) On SST, we just can't ship until the paperwork is done on TOS2 2.05.

(3-15,Keith) bit color board and with a GCR hanging out the side, what kind of potential power supply problems are we looking at? I have replaced two already in 2 years and don't care to replace any more.

(3-10,Dave) I spent today with an ammeter testing SST's; GCR's don't pull any appreciable amount of power. It boils down to the ST supply is rated at 3 AMPS (5 volt rail; 12 doesn't matter), and totally maxxed out with RAM and floppy on, we were under 2.5 amps (this was hammering on fastRAM in a worst-case). I don't know about the color card; that's George's. But we're well, well within the specs on the ST supply. Still, if we overload it (we thought of that), we have an alternate 5+ amp supply we can ship ASAP that kicks in to supplement the the ST supply. I hear you on the power supply replacements; I've had to replace the capacitors in every Mega supply I have when they pop. Comes from using 16V parts in a 12V bus. You may find that \*just\* replacing the big caps with Radio Shack parts, and soldering the cold solder joints, will fix most bugs. (There's also the supply from Best electronics).

(3-2,George Richardson) If you have a power supply problem, I can recommend (or install for you) a nice 5 amp supply that costs less than the Best supply.

(3-15,Keith) I am just concerned about a possible overload but if it isn't a real problem then OK by me.

(3-10,Dave) We were concerned too, with 8 megs of SIMMS, but the ammeter doesn't lie (digital, too); we've got plenty of headroom as is now. George, does the color board pull much power?

(3-2,George Richardson) The Chromax can have up to 4 megs of VRAM on it; it may very well pull some current.

(3-10,Dave) Keith, George is planning a subliminal effect.

(3-1,Bill Rayl/AIM) I'm personally very interested in the SST board and what it allows ST owners to do...upgrade their current machines to the new and neato stuff...in that vein, I'm particularly interested in the Chromax color board. How does this compare to the TT's resolutions and other color boards we've been hearing about?

(3-2,George Richardson) Ok, well Chromax is really in the formative stage now, but here's the scoop. The Chromax board will support up to 1200 \*1200 minimum resolutions will the color available depending on the video ram installed. The pallet will be 16.7 million colors. The board will function at 33 mhz and be 32 data bits wide. If I can get a reasonable price on a newly developed Graphics processor I'm interested in it could do 3D modeling on screen with 256 colors and 1200 &\* 1200 res.

(3-10,Dave) Careful George. Sandy's Radius monitor won't do that.  
\*grin\*

(3-2,George Richardson) 640 by 480 resolution would do Trucolor (24 bit)

(3-19,Mark Cinelli) I've been thinking about buying a GCR... but I hear

there is a shortage of Mac ROMS. Any comments?

(3-10,Dave) I can handle that one; there was a shortage of ROMS, but it goes in cycles. When the Amiga Mac emulator came out, they got short, the price went up, and more became available because people were motivated to sell. (I don't think the faked ROMs were a substantial portion of the market at all.) Recently we have been getting FAX's from people with ROMs that want us to refer customers to them; if you need a phone #, let me know. Happy to tell you. (They come in the original Apple packaging, I gather). So the shortage is well over.

(3-19,Mark Cinelli) I hadn't actually gone hunting for the ROMS since I have no GCR as of yet, but I had heard there was a freeze. I guess I heard wrong, thanks for the info.

(Ron Luks) Dave: First of all.... Thx for the discount offer to CIS members. A question about the SST board: Will the TOS 2.05 (with the neat desktop) be in ROM on the SST board or will it be loaded from disk?

(3-10,Dave) yes.

(Ron Luks) Will I need to remove the present TOS chips?

(3-10,Dave) It's in 256K ROMs, along with a little Dave Small software. (little. <-pun.) Ron > Yes, it's preferable. Not a big deal -- 30 seconds with a flatblade anything.

(3-12,Pattie) About the discount offer... will people with STEs and Mega/STEs be able to get the discount, even tho it doesn't currently fit their systems?

(3-10,Dave) That's a valid question, Sandy .. what do you think? The only problem is, it's a future product that we can't guarantee we can generate in a reasonable amount of time. I think we will, but, I can't absolutely guarantee it.

(3-2,George Richardson) Why not just do a new conference when the STE version is done?

(3-10,Dave) George > Sounds good. Maybe we can come up with a bigger discount (grin)

(3-4,bill) ok, I have a quick 2-parter (gotta get up too early :-)  
I have an \_old\_ mega, with a blitter fixer way off on the side stuck on some other chip (not the 68000). any problem hooking an sst on such a machine? does the 68000 get removed? ..... Any word on System 7 yet?

(3-10,Dave) Bill, I just wrote that section of the manual! \*grin\* What it is is that the blitter needs another chip to kick everyone out of system memory while it works (a 7474). We put an equivalent circuit into the SST, so just rip that thing out of there. You will need to fix the 1 trace Atari cut while putting the 774 in there (right George?) I have been putting in some double overtime on Sys 7, and have enough

(3-2,George Richardson) Right.

(3-10,Dave) evidence to put a couple programmers that did their Installer into prison (kidding), looks like yet-another-rocky-horror-picture-show-version-of-zero-store. It is fixable. The SST is the

priority at the moment, though. I would imagine that by WAACE we'll have the fix out to the world at worst, and probably much sooner (depends on how many Moonlighting reruns are on A&E cable channel.) Again, it's just like 6.0.5., a little bug. It runs purely by accident on a real Mac Plus ... truth!

(3-15,keith) Dave....what kind of problems will the average hardware klutz like me have in installing the SST? I am not allowed to even own a soldering iron, so what would be a reasonable price for a dealer to do it?

(3-10,Dave) Getting a socketed 68000 is easily 95% of the installation. Everything else can be done blindfolded. Socketing the 68000 takes a little desoldering skill, and is not something you want to learn soldering doing. I killed a 520 doing just this, and it is still dead ... maybe I can snooker George into fixing it (grin). We are talking with some Atari shops about becoming Certified SST Installers; it is EXACTLY the same thing they have to do to put in any ol' accelerator (like AdSpeed or that other one), and they charge, I think, \$45 to do that (Toad Computers, Dave Troy), unless my mind is going. Other than that, putting SIMMs in is something so easy \*even\* Apple tells owners to do it, (just kidding), but it is major simple -- and there isn't anything else to hook up. No switches to set or any of that sort of nonsense.

(Ron Luks) A masochistic part of me wants to try out UNIX. I'm reluctant to buy a TT. Will the SST board support a UNIX implementation? and if so, would it be as good or better than running unix on the TT?

(3-10,Dave) I saw Atari's Sys V Rel 4 with their GUI at CEBit on a TT. It was running okay but needed tuning, but that's standard stuff. The guy at Atari to contact is Henry Plummer, I believe (if I didn't misremember the name). Anyway, the TT and SST, by total coincidence, share an identical memory map; our fastRAM is where theirs is, and so on. Last time I talked with their UNIX gurus, they were thinking about requiring a 16 mb fastRAM board, which really hurts when you do it with nibble-mode RAMS (we use page mode). I don't know if they are planning on using any TT-specific hardware (say, their DMA controller or something) that would cause UNIX to break on the SST. Without a copy of their UNIX, I just don't know. I've been calling a lot to become a beta tester, and that's one reason. By the way, you're 100% right on being leery of UNIX for an average user. It's very hard; the learning curve is a learning cliff. As for performance, we "generally" match the performance of a 32 Mhz TT, if we try REAL hard to slow down our RAM access and clock and wait states and burst waits. It's embarrassing getting Quick Index into 4-digit percentages... George really balanced the 68030 with a memory feed system so it wouldn't be starved on the intake side. Kinda like a 4-barrel.

So, until Atari releases the UNIX into at least Beta, we just don't know. There are 80 reasons it ought to work, but until you put the disk in, you just don't know if the ol' convention center will work... \*grin\*

I got a /send asking for the Quick Index numbers on the SST I've been software enhancing things, right now, they're at:

```
cpu-memory: 971% (this will go > 1000% tonight after I fix bug)
  cpu reg: 811%
cpu divide: 1024%
```

cpu shift: 3534%

This is where, 100% is equal to speed of normal ST. So, we average 10 x faster.

(3-6,Randy Walters) How about pricing for the SST? Is the discount only for ordering tonight?

(3-10,Dave) Randy, pricing comes in two parts. (sandy sez, \$100 discount is for email orders by time she logs in tomorrow morning, since east coast is already midnightish) First, you get the SST board, without the REALLY expensive stuff (CPU & RAM), then, you decide, "speed is expensive, how fast do I want to go?". You then order an "engine option" (pretty close analogy) for how fast you want, from 16 Mhz to 33 Mhz, and RAM. We are VERY encouraging of people that want to supply their own CPU and RAM. By the way, did you know that if ya call your local Motorola rep, they might "sample" you two 68030's for that "embedded controller" you've always wanted to develop? (HINT! HINT!) Anyway.

Sandy will punch in a price list here (take \$100 off tonight)

(3-11,Sandy) Retail Prices:

SST board \$599

A: 16mhz 68030 \$200

B: 16mhz 68030+4 SIMMs \$460

C: 33mhz 68030, 68881, 4 SIMMs \$800

D: 4 SIMMs \$260 (I hope I got it right - I can't tell if I typoed)

(3-10,Dave) We decided that instead of waiting for what the future would bring for the ST, we'd go ahead and make a future for it. The ST with an SST in it is fully competitive with workstations near \$8,000, for far less. I wonder if the Tramiels would mind if I ran ads saying, "Power without the price". It sure extends the life of the ST for another few years ... by which time, we'll all have cray equivalents on our desk anyways. Thanks MUCH for having us here!

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GXR ATARI ST COURSES

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Press Release

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GXR Systems, in conjunction with the Vancouver YMCA College, is pleased to announce the introduction of A T A R I S T C O U R S E S.

Starting this fall, GXR Systems will be putting on a series of courses for your Atari Computer, as well as the most popular application programs.

All courses are hands-on, with one Atari 1040STFM computer per person. Each station has a monochrome monitor, TOS 1.4, an internal double-sided disk drive, and one megabyte of RAM. Course materials are supplied and include necessary program, data and graphics disks\*, and a course booklet. A certificate showing completion of a course will be issued at the last session.

Minimum class size is 4, maximum is 12. Courses must be paid for in advance. Course costs include all materials. The Calamus dtp courses may be either version 1.09N or the new S or SL if available. Please contact GXR Systems for more information. Other courses will use the latest software versions.

(All prices shown in Canadian Dollars)

Summer Schedule      Saturdays 9:00 a.m. to 1:00 p.m.

COURSE	DATES	COST
New Users	(dates to be set)	\$85
Calamus 1	(dates to be set)	\$85
Calamus 2	(dates to be set)	\$85

(2 Saturdays per course/\$150 for Calamus 1 & 2)

Fall Schedule      7:00-9:00 p.m.

COURSE	DATES	COST
New Users	Sept 10 - Oct 1	\$85
Software on a Budget	Oct 8 - Oct 29	\$85
New Products	Nov 5 - Nov 26	\$85
Make Your System Go	Dec 3 - 10	\$45

\$250 for the four courses

Thursdays 7:00-9:00

COURSE	DATES	COST
Calamus 1	Sept 12 - Oct 3	\$85
Calamus 2	Oct 10 - Oct 31	\$85
Calamus 3	Nov 7 - Nov 28	\$85
Calamus 4	Dec 5 - Dec 12	\$45

\$250 for the four courses

Saturday Courses (as numbers warrant)\*\*

COURSE	DATES
Word Perfect	TBA
PageStream	TBA
LDW 2.0	TBA
Superbase	TBA
DBMan V	TBA
DynaCadd	TBA
Using a Modem	TBA
Hard Disk Management	TBA

\*Please note that certain application programs will be loaded from disks which must be returned at end of class; for some courses, you may be required to provide your own program master disk. Call for details concerning the software course of your choice. Special student discounts may be available for those who prefer to purchase their software as educational material.

\*\*These special courses will be available on Saturdays as numbers warrant. Alternately, design your own based on your needs; course length will determine costs. Minimum class size is four, maximum is 12.

All courses to be held at Vancouver YMCA College, 1735 Inglewood, West Vancouver, British Columbia.

Those wanting to register, looking for more information on Atari software course schedules, or needing a course outline should contact:

Geoff LaCasse  
GXR Systems  
(604)939-5829  
or leave GENie-mail to: R.GRANT11

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